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TIM HARTNELL, author of such current bestselling computer books as *Creating Adventure Games*, is an Australian journalist who enjoys writing on any computer-related topic. He has written more than 30 books on personal computers, including many game books.

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CLASSIC GAMES

by Tim Hartnell

CHECKERS

The game of checkers has a long and honorable history. R.C. Bell (in his book *DISCOVERING OLD BOARD GAMES*, Shire Publications, Aylesbury, UK, 1980) says it was invented around 1100, "probably in the south of France, using Backgammon tablemen on a checkered chessboard."

The *ENCYCLOPEDIA OF SPORTS, GAMES AND PASTIMES* (Fleetway House, London, c. 1935) puts it much further back in time: "Forms of it were known in ancient Egypt, Greece, and Rome, while the game was played in the mid-seventeenth century much as it is today."

From *GAMES OF THE WORLD*, edited by Frederic V. Grunfeld (Ballantine Books, 1975) more information regarding the origins and evolution of checkers can be found.

> *The pieces took the name of the queen in French medieval chess, the fers, and the game was known as fierges. Later the chess queen was called dame and French checkers became the jeu de dames as it is still known today. Originally the capture of pieces in a checkers game was optional, as in chess, but early in the sixteenth century compulsory capture of pieces was introduced. Any piece which neglected to make a possible capture was 'huffed,' or removed from the board. This enlivened the game and increased its appeal.*

Regardless of its age, however, checkers has remained a very popular game around the world, with many European countries having regional variations on the basic play. Continental draughts (checkers is generally known as draughts outside the United States), for example, is played on a board of 100 squares with each player starting the game with 20 pieces.

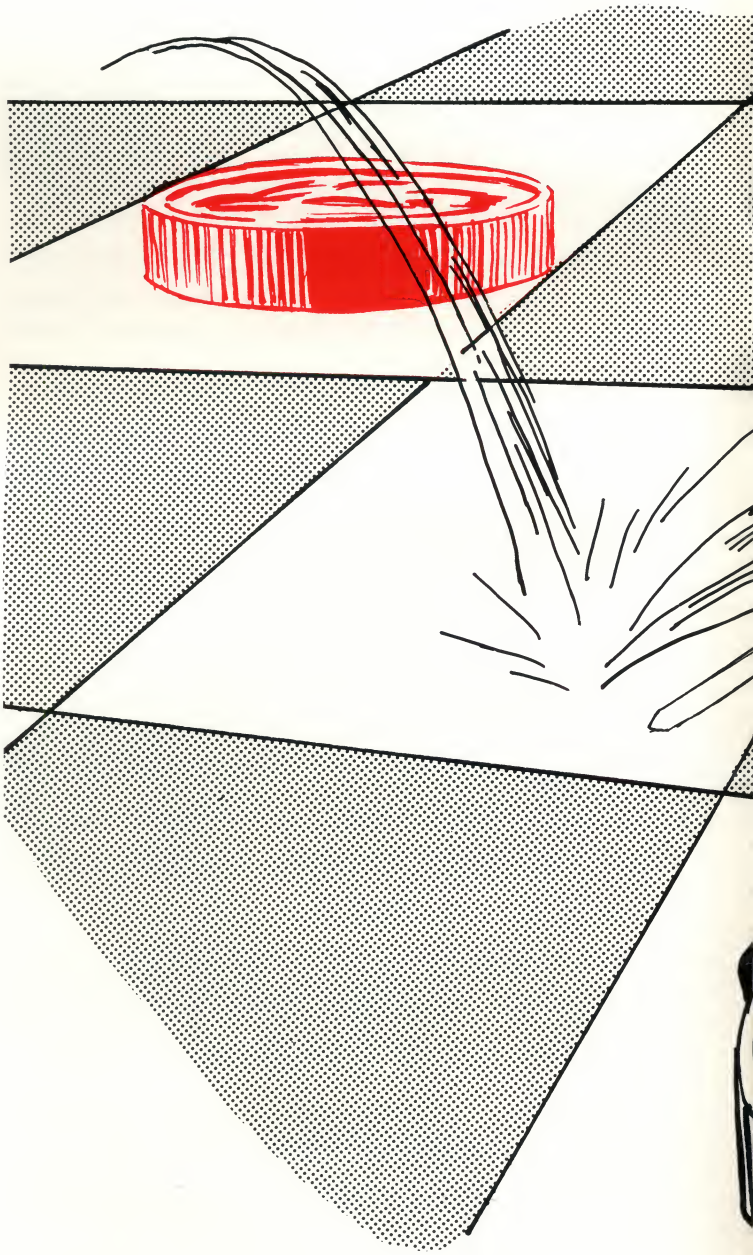
The CHECKERS program you'll find here is a version you are probably most familiar with. It plays swiftly, and reasonably well, although its lack of end-game strategy often leads to a dramatic collapse in the final moments of a game.

CHECKERS is played between you and the computer. Each of you is attempting to take (that is to jump over to capture, then remove from the board) the other player's pieces, or to confine the opponent's pieces so no more moves are possible.

The game is generally played on a board with 64 squares, that are alternately light and dark. In this program, the board is a series of dots, with your pieces shown as H's (for human) and the machine's pieces as C's (for computer).

When the game begins, you're at the bottom of the screen, playing up, and the computer is at the top playing down. The program offers you the first move, or you can decline and the computer goes first. Enter moves as a two-digit number, vertical coordinate (1-8) first and then the horizontal coordinate (1-8). Thus, "11" is the lower left-hand corner and "18" is the lower right-hand.

All moves must be made along diagonals. Individual pieces can only move forward, that is toward the opponent's starting side. Pieces are converted into "kings" when they reach the back rank across the board. Your kings are shown as K's, and the computer's kings are dollar signs ($).



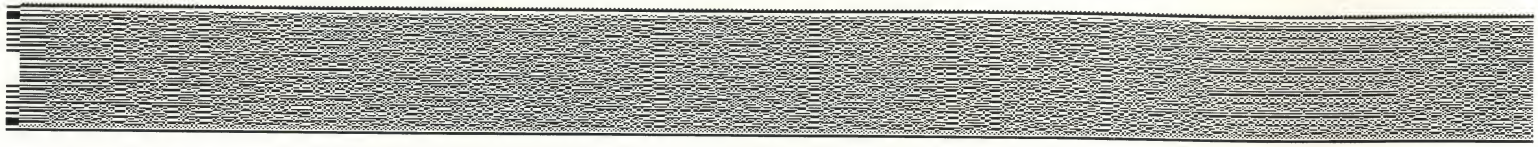
Kings can move either forward or back. After capturing a piece by jumping over it into the vacant square immediately behind the captured piece, you can move again if there is a further capture that can be made.

Reading CHECKERS

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, run the program from the Cauzin menu or enter RUN CHECKERS. Operating instructions are found in the article. Exit anytime by pressing CONTROL-RESET.

Softstrip



CHECKERS

by Tim Hartnell

Giant Book of Computer Games

Ballantine Books

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CHECKERS

```
10  REM CHECKERS
11  REM
12  REM FROM TIM HARTNELL'S
13  REM GIANT BOOK OF
14  REM COMPUTER GAMES
15  REM
16  REM BALLANTINE BOOKS
17  REM
18  REM ************************
19  REM
20  GOSUB 1010
30  PRINT : PRINT : PRINT : PRINT
     "DO YOU WANT THE FIRST MOVE?
      (Y/N) ";: GET A$
40  IF A$ = "Y" THEN 70
50  GOTO 90
60  REM ************************
70  GOSUB 600
80  GOSUB 760
90  GOSUB 600
100  GOSUB 130
110  GOTO 70
120  REM ************************
130  FOR X = 1 TO 10:S(X) = 0: NEXT
     X
140 SC = 0:A = 89
150 A = A - 1
160  IF Q(A) <  > C AND Q(A) <  >
     CK THEN 240
170 B = 0: IF A < 29 THEN B = 2
180 B = B + 1
190 M = A + N(B)
200  IF M > 88 OR M < 11 THEN 240

210  IF (Q(M) = H OR Q(M) = HK) AND
     Q(M + N(B)) = E THEN 280
220  IF Q(M) = E THEN  IF (Q(M -
     11) <  > H AND Q(M - 11) <  >
     HK) THEN  IF (Q(M - 9) <  >
     H AND Q(M - 9) <  > HK) AND
     Q(M + 9) <  > HK THEN  IF ((
     Q(M + 22) <  > HK OR Q(M + 1
     8) <  > HK) AND (Q(M + 9) <
      > C OR Q(M + 9) <  > CK OR
     Q(M + 11) = C OR Q(M + 11) =
     CK)) AND Q(M + 11) <  > HK THEN
      GOSUB 400
230  IF B < 2 OR (Q(A) = CK AND B
      < 4) THEN 180
240  IF A > 11 THEN 150
250 FL = 0: IF Q(22) = C OR Q(24)
      = C OR Q(26) = C OR Q(28) =
     C THEN  GOSUB 1270
260  IF FL = 1 THEN 570
270  GOTO 420
280 Q(M + N(B)) = Q(A):Q(M) = E:Q
     (A) = E
290 CO = CO + 1
300  GOSUB 600
310 A = M + N(B)
320 B = 0
330 B = B + 1
340  IF (A + 2 * N(B) < 11 OR A +
     2 * N(B) > 88) AND B < 4 THEN
     330
350 M = A + N(B)
360  IF Q(M) = C AND B > 3 THEN  RETURN
370  IF (Q(M) = H OR Q(M) = HK) AND
380  IF B < 2 OR (Q(A) = CK AND B
      < 4) THEN 330
390  RETURN
400  IF SC < 10 THEN SC = SC + 1
410 S(SC) = 100 * A + B + 20: RETURN

420  IF SC = 0 THEN 470
430 XC =  INT ( RND (1) * SC) + 1

440 A =  INT (S(XC) / 100)
450 M = A + N(S(XC) - 100 * A - 2
     0)
460  GOTO 570
470 SC = SC + 1:A =  INT ( RND (1
     ) * 88) + 1
480  IF Q(A) <  > C AND Q(A) <  >
     CK THEN 550
490 B = 0
500 B = B + 1
510 M = A + N(B)
520  IF M > 88 OR M < 11 THEN 540

530  IF Q(M) = E THEN 570
540  IF B < 2 OR Q(A) = CK AND B <
     4 THEN 500
550  IF SC < 300 THEN 470
560  PRINT : PRINT "I CONCEDE THE
      GAME.": END
570 Q(M) = Q(A):Q(A) = E
580  RETURN
590  REM ************************
600  HOME : PRINT : PRINT
610  HTAB 9: PRINT "      COMPUTE
     R: "CO
620  HTAB 9: PRINT "          HUMA
     N: "HU: PRINT : PRINT
630  HTAB 9: PRINT "   1 2 3 4 5
     6 7 8"
640  FOR F = 80 TO 10 STEP  - 10
650  HTAB 9: PRINT F / 10;"  ";
660  FOR G = 1 TO 8: PRINT  CHR$
     (Q(F + G));" ";: NEXT G
670  PRINT " ";: PRINT F / 10: NEXT
     F
680  HTAB 9: PRINT "   1 2 3 4 5
     6 7 8"
```

```
690  IF CO = 12 OR HU = 12 THEN 7
     10
700  RETURN
710  IF HU = 12 THEN  PRINT "YOU
     HAVE WON."
720  IF CO = 12 THEN  PRINT "I HA
     VE WON."
730  PRINT "THANKS FOR THE GAME."
     : END
740  REM ************************
750  REM 99 TO CONCEDE
760  PRINT : PRINT
770  PRINT "ENTER YOUR MOVE (99 T
     O CONCEDE)"
780  INPUT "FROM ";A
790  IF A = 99 THEN  GOTO 730
800  IF Q(A) <  > H AND Q(A) <  >
     HK THEN 780
810  INPUT "TO ";B
815  IF B = A - 9 OR B = A - 11 OR
     B = A + 9 OR B = A + 11 THEN
     820
816  IF (B = A - 18 OR B = A - 22
      OR B = A + 18 OR B = A + 22
     ) AND (Q((A + B) / 2) = C OR
     Q((A + B) / 2) = CK) THEN 82
     0
817  GOTO 810
820  IF Q(B) <  > E THEN 810
830 Q(B) = Q(A):Q(A) = E
840  REM ************************
850  FOR T = 11 TO 17: IF Q(T) =
     C THEN Q(T) = CK
860  NEXT T
870  FOR T = 82 TO 88: IF Q(T) =
     H THEN Q(T) = HK
880  NEXT T
890  REM ************************
900  IF  ABS (A - B) < 12 THEN
     RETURN
910 TY =  RND (1)
920  IF TY < .3 THEN  PRINT "GOOD
      MOVE!": GOSUB 1340
930  IF TY > .7 THEN  PRINT "GOT
     ME!": GOSUB 1340
940 HU = HU + 1:Q((A + B) / 2) =
     E: GOSUB 600
950  FOR T = 82 TO 88: IF Q(T) =
     H THEN Q(T) = HK
960  NEXT T
970  PRINT : PRINT "CAN YOU JUMP
     AGAIN (Y/N)? ";: GET A$: PRINT
980  IF A$ <  > "Y" THEN  RETURN

990 A = B: GOTO 800
1000  REM ***********************
1010  REM INITIALIZE
1020  HOME : VTAB 3: HTAB 16: PRINT
     "CHECKERS"
1040  PRINT : PRINT
1050  HTAB 13: PRINT "PLEASE STAN
     D BY"
1060  DIM Q(110),N(4),S(10)
1070 H =  ASC ("H"):HK =  ASC ("K
     ")
1080 C =  ASC ("C"):CK =  ASC ("$
     ")
1090 E = 32:OF =  - 99
1100  FOR M = 1 TO 99:Q(M) = OF: NEXT
     M
1110  FOR M = 1 TO 64
1120  READ D: READ G
1130 Q(D) = G: NEXT M
1140  DATA 81,46,82,67,83,46,84,6
     7,85,46,86,67,87,46
1150  DATA 88,67,71,67,72,46,73,6
     7,74,46,75,67,76,46
1160  DATA 77,67,78,46,61,46,62,6
     7,63,46,64,67
1170  DATA 65,46,66,67,67,46,68,6
     7,51,32,52,46
1180  DATA 53,32,54,46,55,32,56,4
     6,57,32,58,46
1190  DATA 41,46,42,32,43,46,44,3
     2,45,46,46,32
1200  DATA 47,46,48,32,31,72,32,4
     6,33,72,34,46,35,72
1210  DATA 36,46,37,72,38,46,21,4
     6,22,72,23,46,24,72
1220  DATA 25,46,26,72,27,46,28,7
     2,11,72,12,46,13,72
1230  DATA 14,46,15,72,16,46,17,7
     2,18,46
1240  FOR M = 1 TO 4: READ X:N(M)
      = X: NEXT M
1250  DATA -11,-9,11,9
1260 CO = 0:HU = 0: RETURN
1270  IF Q(22) = C AND Q(11) = E THEN
     A = 22:M = 11:FL = 1: RETURN

1280  IF Q(22) = C AND Q(13) = E THEN
     A = 22:M = 13:FL = 1: RETURN

1290  IF Q(24) = C AND Q(13) = E THEN
     A = 24:M = 13:FL = 1: RETURN

1300  IF Q(24) = C AND Q(15) = E THEN
     A = 24:M = 15:FL = 1: RETURN

1310  IF Q(26) = C AND Q(15) = E THEN
     A = 26:M = 15:FL = 1: RETURN

1320  IF Q(26) = C AND Q(17) = E THEN
     A = 26:M = 17:FL = 1: RETURN

1330  RETURN
1340  FOR D = 1 TO 1000: NEXT D: RETURN
```

AWARI

Another game with a very rich history, AWARI is one of a series of pebble-in-pits games generally known under the name of "Mancala." In *GAMES OF THE WORLD,* Frederic V. Grunfeld (Ballantine Books, 1975) reports that mancala games "were played for thousands of years in Egypt, where boards have been found carved into the stone of the pyramid of Cheops and the temples at Luxor and Karnak. The game spread to Asia and Africa, where Arabs developed certain variations. African slaves brought mancala games to Surinam and the West Indies, where they survive unchanged. In some rural areas of Africa today, children play these age-old games on "boards" scooped out of the ground."

Grunfeld's book continues:

> *Traditionally, Wari is played for fun and prestige, not for money. In some regions, it also has a religious significance. In Surinam, mourners will sometimes play AWARI, a form of Wari, at a funeral, on the day before the corpse is to be interred. This is done to amuse the spirit which has not yet departed, but at sundown the boards are put away. It is believed that if the game is played at night, ghosts will join the living players and fly off with their spirits.*

This computer program rendition of AWARI begins with six "pits" (the letters A to F and L to G) facing each player. Your pits are those from L to G. Each pit contains three seeds at the beginning of the game.

Choosing any pit on your side, you pick up all the seeds from it, and then proceed to move in a clockwise direction, sowing a seed in each pit as you go past it. You do not sow any seeds in the pits at either end of the board, the ones that start off as zeros.

If your final seed lands in an empty pit, then all the seeds in the opposite pit become yours, and are transferred to your "home." Your home is the zero to the left of the board, the computer's home is the zero to the right.

The game continues until either side is completely empty, so the player cannot move. At this point, the player with the largest number of seeds in their "home" is the winner. The computer plays well in this game, but with practice you'll learn to defeat it.

Reading AWARI

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, run the program from the Cauzin menu or enter RUN AWARI. Operating instructions are found in the article. Exit anytime by pressing CONTROL-RESET.

AWARI

by Tim Hartnell

Giant Book of Computer Games

Ballantine Books

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Softstrip

AWARI

```
10  REM AWARI
11  REM
12  REM FROM TIM HARTNELL'S
13  REM GIANT BOOK OF
14  REM COMPUTER GAMES
15  REM
16  REM BALLANTINE BOOKS
17  REM
18  REM ************************
19  REM
20  GOSUB 930: REM INITIALIZE
30  GOSUB 770: REM PRINT BOARD
40  FOR D = 1 TO 1000: NEXT D
50  GOSUB 160: REM MACHINE MOVE
60  GOSUB 770: REM PRINT BOARD
70  GOSUB 620: REM HUMAN MOVE
80 CW = 0:HW = 0
90  FOR C = 1 TO 12
100  IF C < 7 THEN CW = CW + A(C)

110  IF C > 6 THEN HW = HW + A(C)

120  NEXT C
130  IF CW = 0 OR HW = 0 THEN
     510
140  GOTO 30
150  REM ************************
160  REM MACHINE MOVE
170 GM = 0:C = 0:GW = 0
180 C = C + 1: IF C > 6 THEN 250
190  IF A(C) = 0 THEN 180
200 Z = C + A(C)
210  IF Z > 12 THEN Z = Z - 12
220  IF A(Z) = 0 AND A(13 - Z) >
     GW AND (13 - Z) <  > C THEN
     GM = C:GW = A(13 - Z)
240  IF C < 6 THEN 180
250  IF GM = 0 THEN 370
260 C = GM
270  PRINT "I'LL MOVE FROM " CHR$
     (64 + C)".": FOR D = 1 TO 15
     00: NEXT D
280  FOR Z = C TO C + A(C)
290  IF Z > 12 THEN A(Z - 12) = A
     (Z - 12) + 1
300  IF Z < 13 THEN A(Z) = A(Z) +
     1
310  NEXT Z
320 Z = C + A(C) - 1: IF Z > 12 THEN
     Z = Z - 12
330 A(C) = 0
340 B(2) = B(2) + A(13 - Z):A(13 -
     Z) = 0
350  RETURN
360  REM ************************
370  REM NON-SCORE MOVE
380 W = 0
390 W = W + 1
400 C =  INT ( RND (1) * 6) + 1
410  IF A(C) <  > 0 THEN 440
420  IF W < 20 THEN 390
430  GOTO 510
440  PRINT "I'LL MOVE FROM " CHR$
     (64 + C)". ": FOR D = 1 TO 1
     500: NEXT D
450  FOR Z = C TO C + A(C)
460  IF Z < 13 THEN A(Z) = A(Z) +
     1
470  IF Z > 12 THEN A(Z - 12) = A
     (Z - 12) + 1
480  NEXT Z
490 A(C) = 0: GOTO 350
500  REM ************************
510  REM END OF GAME
520  GOSUB 770
530  PRINT : PRINT "THAT'S THE EN
     D OF THE GAME."
540  PRINT
550  IF B(1) > B(2) THEN  PRINT "
     YOU'RE THE WINNER!"
560  IF B(1) < B(2) THEN  PRINT "
     AND I'M THE WINNER!"
570  IF B(1) = B(2) THEN  PRINT "
     IT LOOKS LIKE A DRAW!"
580  PRINT : PRINT "MY SCORE WAS
     "B(2)
590  PRINT "AND YOURS WAS "B(1)
600  END
610  REM ************************
620  REM HUMAN MOVE
630  PRINT "WHICH PIT TO START WI
     TH (G-L) ";: GET A$: PRINT A
     $
640 B =  ASC (A$) - 64
650  IF B < 7 OR B > 12 THEN 630
660 CO = B:Z = B + A(B): IF Z > 1
     2 THEN Z = Z - 12
670 M = A(Z)
680  FOR Z = B TO B + A(B)
690  IF Z > 12 THEN A(Z - 12) = A
     (Z - 12) + 1
700  IF Z < 13 THEN A(Z) = A(Z) +
     1
710  NEXT Z
720 Z = B + A(B) - 1: IF Z > 12 THEN
     Z = Z - 12
725 A(CO) = 0
730  IF M = 0 THEN B(1) = B(1) +
     A(13 - Z):A(13 - Z) = 0
750  RETURN
760  REM ************************
770  REM PRINT BOARD
780  HOME : PRINT : PRINT : PRINT
790  HTAB 9: PRINT "    A  B  C
     D  E  F": HTAB 13
800  FOR C = 1 TO 6
810  PRINT A(C);"  ";
820  NEXT C
830  PRINT : HTAB 10: PRINT B(1)"
                       "B(2): HTAB
     13
840  FOR C = 12 TO 7 STEP  - 1
850  PRINT A(C);"  ";
860  NEXT C
870  PRINT : HTAB 9: PRINT "    L
       K  J  I  H  G"
880  PRINT : PRINT
890  RETURN
920  REM ************************
930  REM INITIALIZE
940  HOME : VTAB 3: HTAB 17: PRINT
     "AWARI": VTAB 20: HTAB 9: PRINT
     "PRESS ANY KEY TO START ";: GET
     A$
960  DIM A(12),B(2)
970  FOR C = 1 TO 12
980 A(C) = 3
990  NEXT C
1000  RETURN
```

GOMOKU

Considered to be one of the oldest games in existence, as well as the greatest strategic skill game, Go originated in China about 4,000 years ago. Go's background is summarized in *GAMES OF THE WORLD,* edited by Frederick V. Grunfeld (Ballantine Books, 1975):

> *For centuries after its introduction to Japan in 735 A.D., only the nobility played it. In due course the game spread to all levels of society and gifted players could attend Go academies. Masters merited special positions at the courts of Japanese feudal barons, or wandered the country giving lessons in the innumerable variations of play. Until 1600, Go was a compulsory course at the military academy of Japan.*

Over the years, the basic concept of Go has been modified and refined with one off-shoot being GOMOKU. In translation, the name corresponds to GO (meaning five) and MOKU (meaning stones).

You'll find that GOMOKU is a relatively easy game to learn, but one that is almost impossible to totally master. The object is to get five of your pieces (H's) in a row, in any direction, while the computer is trying to do the same.

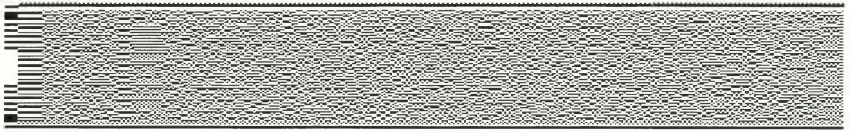
The playing board is an 8-by-8 grid. Enter your moves as a two-digit number with the vertical row number (1-8) first and then the horizontal number row (1-8). Thus, "81" is the lower left-hand corner and "88" is the lower right-hand.

The computer plays extremely well in this program, that is based on one written by Graham Charlton. It may take a couple of tries to fully understand all the subtleties in strategy, but once mastered, GOMOKU should keep you coming back for more.

Reading GOMOKU

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, run the program from the Cauzin menu or enter RUN GOMOKU. Operating instructions are found in the article. Exit anytime by pressing CONTROL-RESET.



GOMOKU

by Tim Hartnell

Giant Book of Computer Games

Ballantine Books

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GOMOKU

```
10  REM GOMOKU
11  REM
12  REM FROM TIM HARTNELL'S
13  REM GIANT BOOK OF
14  REM COMPUTER GAMES
15  REM
16  REM BALLANTINE BOOKS
17  REM
18  REM ************************
19  REM
20  GOSUB 750
30  GOSUB 130
40  GOSUB 240
50  GOSUB 130
60  GOSUB 320
70  GOSUB 130
80  IF L > 3 THEN  PRINT : PRINT
     "I WIN!!": END
90  GOTO 40
100 E = A
110 E = E + N: IF A(E) <  > Z THEN
      RETURN
120 K = K + 1: GOTO 110
130  HOME
140  PRINT : PRINT : PRINT
150  PRINT  TAB( 12);"1 2 3 4 5 6
      7 8"
160  FOR A = 1 TO 8: PRINT  TAB(
     10);A;" ";
170  FOR B = 2 TO 9
180  PRINT  CHR$ (A(A * 10 + B));
     " ";
190  NEXT B
200  PRINT A
210  NEXT A
220  PRINT  TAB( 12);"1 2 3 4 5 6
      7 8"
230  RETURN
240  PRINT : PRINT
250  PRINT "PLEASE ENTER YOUR MOV
     E: ";
260  INPUT G
270 G = G + 1
280  IF G < 12 OR G > 89 OR A(G) <
      > 46 THEN 260
290 Z = H
300 A(G) = Z
310  RETURN
320 A = G
330 L = 0
340  FOR X = 1 TO 4:K = 0:N = X(X
     )
350  GOSUB 100
360 N =  - N: GOSUB 100
370  IF K > L THEN L = K
380  NEXT X
390  IF L > 3 THEN  PRINT : PRINT
     "YOU WIN!!": END
400 T = 1
405  VTAB 18: HTAB 13: FLASH : PRINT
     " I'M THINKING ": NORMAL
410  IF T <  > 2 THEN Z = C
420  IF T = 2 THEN Z = H
430 G = 0:H1 = 0:L = 0
440  FOR A = 12 TO 89
450 M = 0
460  IF A(A) <  > 46 THEN 570
470  FOR X = 1 TO 4:K = 0:N = X(X
     )
480  GOSUB 100
490 N =  - N: GOSUB 100
500  IF K > L THEN H1 = 0:L = K
510  IF L <  > K THEN 540
520  IF T = 1 AND L < 4 OR (T = 2
      OR T = 3) AND L < 2 THEN 54
     0
530 M = M + 1
540  NEXT X
550  IF M <  = H1 THEN 570
560 H1 = M:G = A
570  NEXT
580  IF H1 <  > 0 THEN 650
590 T = T + 1: IF T <  > 4 THEN 4
     10
600 A = 1
610 G =  INT ( RND (1) * 77) + 13

620  IF A(G) = 46 THEN 650
630 A = A + 1: IF A < 100 THEN 61
     0
640  PRINT : PRINT "I CONCEDE THE
      GAME": PRINT "TO A MASTER!!
     ": END
650 A(G) = C
660 Z = C:A = G:L = 0
670  FOR X = 1 TO 4
680 K = 0
690 N = X(X)
700  GOSUB 100
710 N =  - N: GOSUB 100
720  IF K > L THEN L = K
730  NEXT X
740  RETURN
750  HOME
760  DIM A(100),X(4)
770  FOR C = 1 TO 8
780  FOR B = 2 TO 9
790 A(C * 10 + B) = 46
800  NEXT B
810  NEXT C
820  FOR Q = 1 TO 4
830  READ Z:X(Q) = Z
840  NEXT Q
850  DATA 1,9,10,11
860 H =  ASC ("H"):C =  ASC ("C")

870  PRINT : PRINT "ENTER Y IF YO
     U WANT THE"
880  PRINT "FIRST MOVE, N IF YOU
     DON'T. ";
890 N = 0
900 N = N + 1
910  GET A$
920  IF A$ <  > "Y" AND A$ <  > "
     N" THEN 900
940  HOME
950  IF A$ = "Y" THEN  RETURN
960  FOR J = 1 TO  INT ( RND (1) *
      12)
970  READ Z
980  NEXT J
990 A(Z) = C
1000  RETURN
1010  DATA  34,35,44,46,47,54,55,
     56,57,66,65,67
```

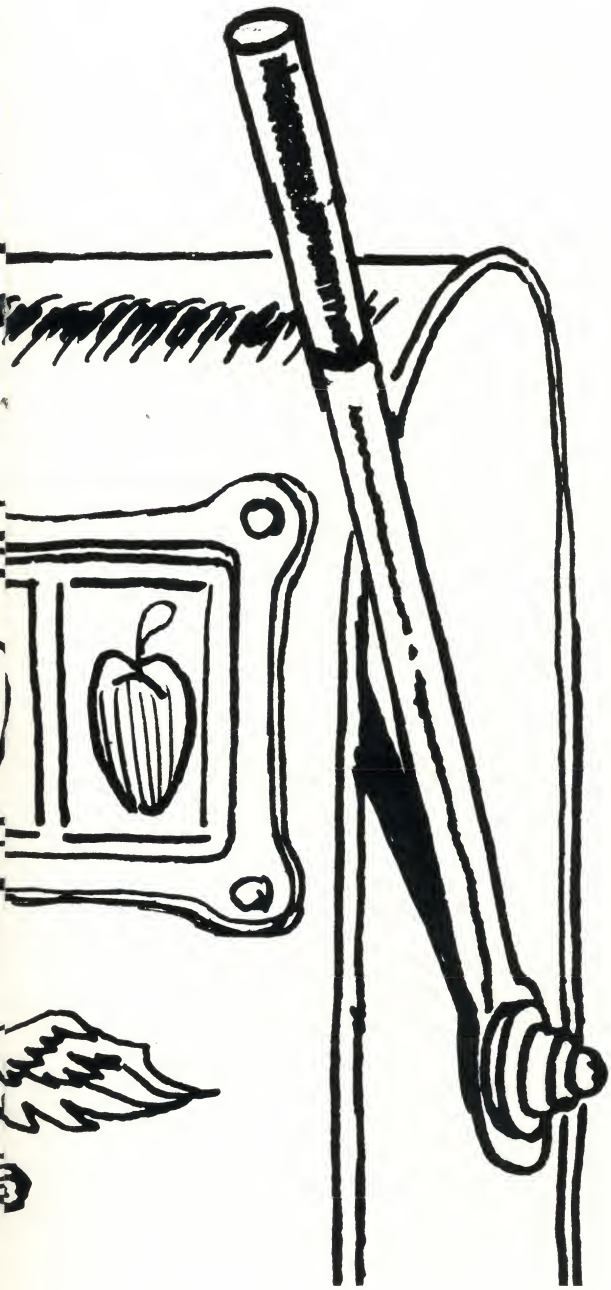
LAS VEGAS HIGH

Time to take your chances with our one-armed bandit, straight from the old West. LAS VEGAS HIGH is a slot-machine simulation. You need only decide how much you'll bet and the reels will whirl away.

Your winnings — as you'd expect — are based on your bet and the relative difficulty of the various combinations coming up. Here are some sample odds:

Three bars:	9 times your bet, Jackpot!
Three bells:	3.9 times your bet
Three others:	3.5 times your bet
Two of a kind:	1.7 times your bet

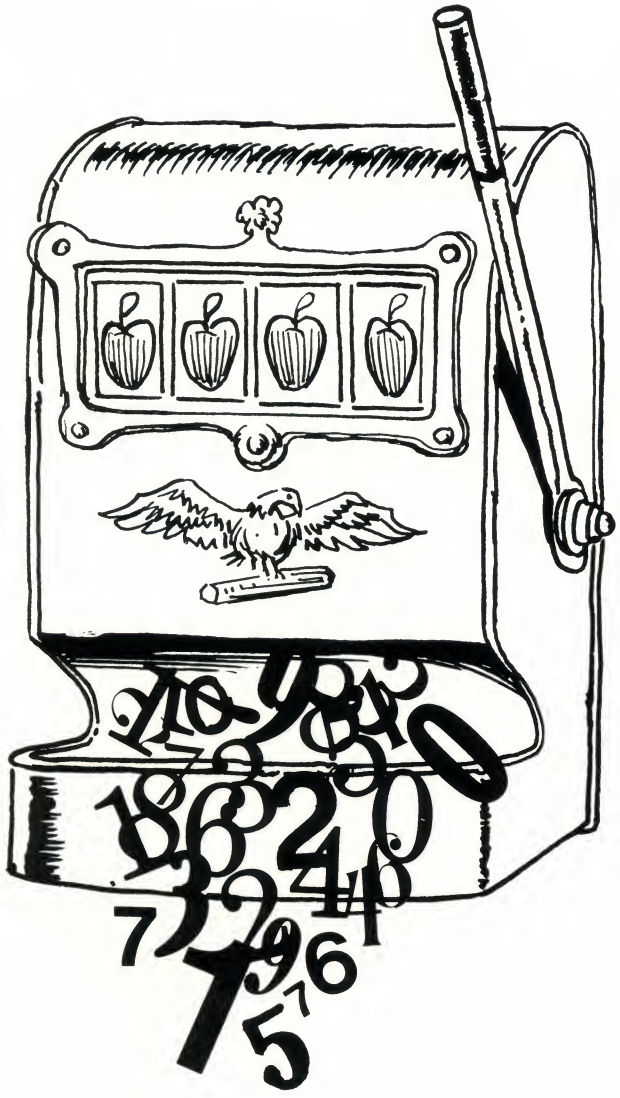
You also win a bonus for getting:



Bell at the end
Apple at each side
Cherry, Bell, Cherry

The computer keeps up the chatter as the game, and your wealth (or poverty) unfold. Win enough and you can break the bank.

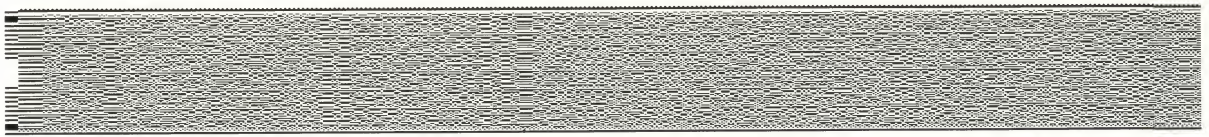
You start with a bankroll of $250, and you can bet all or part of it. Press the SPACEBAR to run the game. Your winnings are automatically added to your bank. Exit early by pressing CONTROL-RESET.



Reading LAS VEGAS HIGH

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, run the program from the Cauzin menu or enter RUN LAS.VEGAS.HIGH. Operating instructions are found in the article. Exit anytime by pressing CONTROL-RESET.



LAS VEGAS HIGH

by Tim Hartnell

Giant Book of Computer Games

Ballantine Books

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Softstrip

LAS VEGAS HIGH

```
10  REM LAS VEGAS HIGH
11  REM
12  REM FROM TIM HARTNELL'S
13  REM GIANT BOOK OF
14  REM COMPUTER GAMES
15  REM
16  REM BALLANTINE BOOKS
17  REM
18  REM ************************
19  REM
20  GOSUB 1110: REM INITIALIZE
30  GOSUB 870: REM PLAYER INPUT
40  GOSUB 520: REM OPERATE SLOT M
    ACHINE
50  IF CASH < 1 THEN 90
60  IF CASH > 2500 THEN 290
70  GOTO 30
80  REM  *****
90  REM  BROKE
100  REM *****
110  GOSUB 410
120  PRINT "THAT'S THE END OF THE
     LINE,"
130  PRINT "OH ONCE MIGHTY GAMBLE
     R..."
140  GOSUB 410
150  PRINT "YOU'RE STONE, FLAT BR
     OKE!!"
160  GOSUB 410
170  PRINT "PRESS 'Y' IF YOU'D LI
     KE TO"
180  PRINT "HAVE ANOTHER GO AT BR
     EAKING"
190  PRINT "!!!!! LAS VEGAS HIGH
     !!!!!"
200  PRINT "(OR PRESS 'N' IF YOU
     WISH TO LEAVE) ";
210  GET A$
220  IF A$ <  > "Y" AND A$ <  > "
     N" THEN 210
230  IF A$ = "Y" THEN  RUN
240  PRINT : PRINT "OK, PUNTER...
     "
250  GOSUB 410
260  PRINT "THANKS FOR THE GAME!"

270  END
280  REM ************************
290  REM  BROKE THE BANK
300  REM ************************
310  GOSUB 410
320  PRINT "WELL DONE, GAMBLER!!"

330  GOSUB 410
340  PRINT "YOU'VE REACHED OUR HO
     USE LIMIT"
350  PRINT "SO WE'LL HAVE TO THRO
     W YOU OUT"
360  GOSUB 410
370  PRINT "PEOPLE WITH LUCK LIKE
      YOURS GIVE"
380  PRINT "OUR CASINO A BAD NAME
     ..........."
390  GOTO 160
400  REM *****
410  REM DELAY
420  REM *****
430  FOR P = 1 TO 1000: NEXT P
440  PRINT : PRINT
450  RETURN
460  REM *********
470  REM DELAY TWO
480  REM *********
490  FOR P = 1 TO 1000: NEXT P
500  RETURN
510  REM ********************
520  REM OPERATE SLOT MACHINE
530  REM ********************
540  HOME
550  GOSUB 410
560  PRINT "/^^^^^^^^^^^^^^^^^^^^
     ^^^^^^^^^^^^^^^^^^^\"
570  PRINT " * ";
580  FOR M = 1 TO 3
590  GOSUB 460
600 A =  INT ( RND (1) * 43)
610  IF A < 2 THEN  PRINT A$(4);:
     C(M) = 1
620  IF A > 1 AND A < 6 THEN  PRINT
     A$(3);:C(M) = 2
630  IF A > 5 AND A < 12 THEN  PRINT
     A$(1);:C(M) = 3
640  IF A > 11 AND A < 20 THEN  PRINT
     A$(2);:C(M) = 4
650  IF A > 19 AND A < 31 THEN  PRINT
     A$(5);:C(M) = 5
660  IF A > 30 THEN  PRINT A$(6);
     :C(M) = 6
670  PRINT " * ";
680  NEXT M
690  GOSUB 410
700 WIN = 0
```

```
710  IF C(1) + C(2) + C(3) = 3 THEN
      PRINT "THREE BARS!!!": GOSUB
     410: PRINT "THAT'S JACKPOT S
     TYLE!!":WIN = WIN + 9: GOTO
     750
720  IF C(1) = C(2) AND C(3) = C(
     2) AND C(1) = 2 THEN  PRINT
     "THREE BELLS!!!":WIN = WIN +
     3.9: GOTO 750
730  IF C(1) = C(2) AND C(3) = C(
     2) AND C(1) <  > 1 AND C(2) <
      > 3 THEN  PRINT "THREE OF A
      KIND":WIN = WIN + 3.5: GOTO
     750
740  IF C(1) = C(2) OR C(1) = C(3
     ) OR C(2) = C(3) THEN  PRINT
     ">> A PAIR <<":WIN = WIN + .
     7
750  IF C(3) = 2 THEN  PRINT "A B
     ELL AT THE END IS A BONUS!":
     WIN = WIN + .6
760  IF C(1) = 3 AND C(3) = 3 THEN
      PRINT "AN APPLE AT EACH SID
     E IS GOOD":WIN = WIN + .5
770  IF C(1) = 4 AND C(2) = 3 AND
     C(3) = 4 THEN  PRINT "THAT O
     LD 'CHERRY, BELL, CHERRY'": PRINT
     "COMBINATION IS ONE OF MY FA
     VORITES!":WIN = WIN + .4
780  GOSUB 410
790 WIN =  INT (BET * WIN)
800  IF WIN > 0 THEN  PRINT "AND
     YOU'VE WON $"WIN"!":CASH = C
     ASH + WIN
810  IF WIN = 0 THEN  PRINT "AND
     YOU'VE LOST $"BET:CASH = CAS
     H - BET
820  GOSUB 410
830  IF CASH > 0 THEN  PRINT "SO
     YOU NOW HAVE $"CASH
840  GOSUB 460
850  RETURN
860  REM ************
870  REM PLAYER INPUT
880  REM ************
890  HOME
900  GOSUB 410
910  IF CASH < 300 THEN  PRINT "H
     I THERE, GAMBLER!"
920  IF CASH > 299 AND CASH < 600
      THEN  PRINT "YOU'RE DOING W
     ELL TONIGHT!"
930  IF CASH > 599 AND CASH < 900
      THEN  PRINT "LADY LUCK HAS
     CERTAINLY SMILED ON YOU!"
940  IF CASH > 899 AND CASH < 120
     0 THEN  PRINT "THE FATES ARE
      BEING EXTREMELY KIND"
950  IF CASH > 1199 THEN  PRINT "
     IT IS SO GOOD TO SEE AN EXPE
     RT AT WORK"
960  GOSUB 470
970  PRINT : PRINT "YOU HAVE $"CA
     SH
980  PRINT : INPUT "HOW MUCH DO Y
     OU WANT TO BET? ";BET
990  IF BET > CASH THEN  PRINT "Y
     OU AIN'T GOT THAT MUCH!": GOTO
     980
1000  GOSUB 410
1010  PRINT "OK, SIR, $"BET" IT I
     S!"
1020  GOSUB 410
1030  PRINT "PRESS THE SPACEBAR T
     O PLAY ";
1040  GET A$: PRINT : PRINT
1050  FOR T = 1 TO 40
1060  PRINT  SPC( T / 2);"***** S
     TAND BY *****"
1070  PRINT
1080  NEXT T
1090  RETURN
1100  REM **********
1110  REM INITIALIZE
1120  REM **********
1130  HOME
1140  DIM A$(6),C(6)
1160 CASH = 250
1170  FOR B = 1 TO 6
1180  READ A$(B)
1190  NEXT B
1200  RETURN
1210  DATA "$ APPLE $","# CHERRY
     #"," * BELL *","!! BAR !!","
     < LEMON >"," { PLUM }"
```

REVERSI/OTHELLO™

REVERSI was invented in the late eighteen-hundreds and is played on an ordinary eight-by-eight playing board. You use pieces that have different colors on each side. The game begins with four pieces placed on the center squares.

From this point on, you move by placing one of your pieces next to a computer piece or pieces, with another of your pieces further on. When that happens, all the computer pieces "reverse" to become your pieces.

Here's how it works. Suppose a line of pieces looked like this:

OXXXX

and you decided to put your piece (the O) at the end of the line like this:

OXXXXO

The computer pieces would reverse, so the line would look like this after your move:

OOOOOO

The game continues until every square on the board is filled, or neither player can move. As you can see, fortunes can change swiftly in this game, as rows branching off your position (such as the diagonals) can be changed with a single move.

Enter your move as a two-digit number, where the first number is squares down from the top and the second number is squares to the right. Thus, 81 is the lower left corner and 18 is in the upper right. If you cannot move at any time, enter a zero. Exit early by pressing CONTROL-RESET.

REVERSI is an enjoyable game to play. Writing in *Creative Computing* magazine (June, 1981, p. 188), David Levy comments that it is "one of the best games ever invented, simply because the rules can be learned in no more than a minute, yet the game can take years to master."

Back in the 1880's, when REVERSI was first invented in London, two gentlemen — Lewis Waterman and John W. Mollett — both claimed to be the originators of the game. Stephen Kimmel (writing in *Creative Computing*, July, 1981, p. 94) believes that Waterman has the stronger case for being the inventor, because he had published the details first in a series of articles in the magazine, *The Queen*.

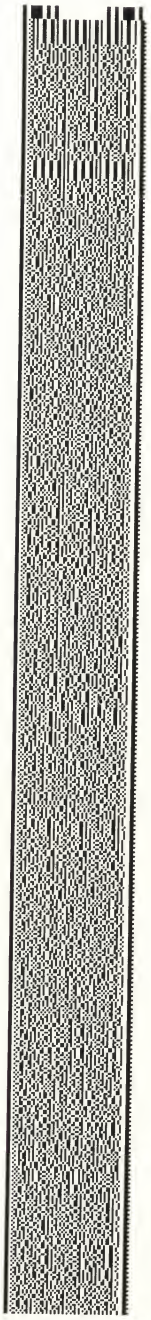
A modern version of the game is OTHELLO (a registered trademark of Gabriel, Industries, Inc.), developed by Goro Hasegawa in Tokyo in 1971. The only difference between it and REVERSI is that the first four positions are determined by the rules of the game.

Regardless of who should get the credit, Waterman, Mollett, or Hasegawa, it is a great game and this program puts up a spirited defense.

Reading REVERSI

The following data strip contains the program described in this article. If you need additional help reading a data strip, refer to your reader instruction booklet. Your Cauzin communications program also contains help screens to assist you.

After you've read in the strip, run the program from the Cauzin menu or enter RUN REVERSI. Operating instructions are found in the article. Exit anytime by pressing CONTROL-RESET.



REVERSI
by Tim Hartnell
Giant Book of Computer Games
Ballantine Books
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REVERSI/OTHELLO

```
10  REM REVERSI
11  REM
12  REM FROM TIM HARTNELL'S
13  REM GIANT BOOK OF
14  REM COMPUTER GAMES
15  REM
16  REM BALLANTINE BOOKS
17  REM
18  REM ************************
19  REM
20  GOTO 740
30  PRINT "MY MOVE..."
40 S = O:T = X:H = 0
50  FOR A = 2 TO 9: FOR B = 2 TO
    9
60  IF A(A,B) <  > 46 THEN 210
70 Q = 0
80  FOR C =  - 1 TO 1: FOR D =  -
    1 TO 1
90 K = 0:F = A:G = B
100  IF A(F + C,G + D) <  > S THEN
    130
110 K = K + 1:F = F + C:G = G + D

120  GOTO 100
130  IF A(F + C,G + D) <  > T THEN
    150
140 Q = Q + K
150  NEXT D: NEXT C
160  IF A = 2 OR A = 9 OR B = 2 OR
    B = 9 THEN Q = Q * 2
170  IF A = 3 OR A = 8 OR B = 3 OR
    B = 8 THEN Q = Q / 2
180  IF (A = 2 OR A = 9) AND (B =
    3 OR B = 8) OR (A = 3 OR A =
    8) AND (B = 2 OR B = 9) THEN
    Q = Q / 2
190  IF Q < H OR ( RND (1) < .3 AND
    Q = H) THEN 210
200 H = Q:M = A:N = B
210  NEXT B: NEXT A
220  IF H = 0 AND R = 0 THEN 690
230  IF H = 0 THEN 250
240  GOSUB 580
250  GOSUB 370
260  INPUT "ENTER YOUR MOVE (0 TO
     PASS) ";R
270  REM ENTER 0 TO PASS
280 S = X:T = O: REM LETTER O
290  IF R = 0 THEN 350
300  IF R < 11 OR R > 88 THEN 260

310 R = R + 11
320 M =  INT (R / 10)
330 N = R - 10 * M
340  GOSUB 580
350  GOSUB 370
360  GOTO 30
370  REM PRINT BOARD
380 C = 0:H = 0
390  HOME
400  PRINT
410  HTAB 13: PRINT "COMPUTER IS
    X"
420  HTAB 15: PRINT "HUMAN IS O"
430  PRINT
440  PRINT  TAB( 12);"1 2 3 4 5 6
     7 8"
450  FOR B = 2 TO 9: PRINT  TAB(
    10);B - 1;" ";
460  FOR D = 2 TO 9
470  PRINT  CHR$ (A(B,D));" ";
480  IF A(B,D) = X THEN C = C + 1

490  IF A(B,D) = O THEN H = H + 1

500  NEXT D
510  PRINT B - 1
520  NEXT B
530  PRINT  TAB( 12);"1 2 3 4 5 6
     7 8"
540  PRINT : PRINT
550  HTAB 14: PRINT "COMPUTER: "C

560  PRINT : HTAB 14: PRINT "   H
    UMAN: "H
570  PRINT : RETURN
580  FOR C =  - 1 TO 1: FOR D =  -
    1 TO 1
590 F = M:G = N
600  IF A(F + C,G + D) <  > S THEN
    630
610 F = F + C:G = G + D
620  GOTO 600
630  IF A(F + C,G + D) <  > T THEN
    670
640 A(F,G) = T
650  IF M = F AND N = G THEN 670
660 F = F - C:G = G - D: GOTO 640

670  NEXT D: NEXT C
680  RETURN
690  GOSUB 370
700  IF C > H THEN  PRINT "I'M TH
    E CHAMP!"
710  IF H > C THEN  PRINT "YOU'RE
     THE CHAMP!"
720  IF H = C THEN  PRINT "IT'S A
     DRAW!"
730  END
740  HOME
745  VTAB 5: HTAB 16: PRINT "REVE
    RSI"
750 X =  ASC ("X"):O =  ASC ("O")
    : REM LETTER O NOT ZERO
760  DIM A(10,10)
770  FOR B = 1 TO 10: FOR C = 1 TO
    10
780  IF B <  > 1 AND C <  > 1 AND
    B <  > 10 AND C <  > 10 THEN
    A(B,C) =  ASC (".")
790  NEXT C: NEXT B
800 A(5,5) = X:A(6,6) = X
810 A(6,5) = O:A(5,6) = O
820 P = 0
830  PRINT : PRINT : PRINT "DO YO
    U WANT THE FIRST MOVE"
840  PRINT ,"(Y OR N) ";
850  GET W$
860  GOSUB 370
870  IF W$ = "Y" THEN  GOTO 260
880  GOTO 30
```

CAUZIN'S CORNER...

and now for something slightly different

These five games are written in BASIC, so you can see how they work and modify them. To see the commands, LOAD the program and enter LIST. You'll see all the program lines scroll down the screen. Enter LIST 200 to see just one line, in this case line 200.

If you want a printout of the program, enter PR#1 and then enter LIST. It will be useful to have a printout to help you learn more about BASIC and about these games.

Some moves are determined by random chance. In BASIC this is the RND(1) function. To improve your chances of winning or to make the game harder, look for the use of this command (especially in LAS VEGAS HIGH and AWARI) and change the odds.

The game AWARI uses line 400 to determine a random move for the computer.

```
400 C = INT (RND(1) * 6) + 1
```

The RND statement multiplied by six gives a random number from .0001 to 5.9999. The INT function rounds it off to 0-5. When you add 1, the range becomes 1-6. If the program cannot find a winning move, it uses this line to randomly pick one of the six pits. To handicap the computer, change the 6 to 5 or 4 and limit the computer's choices.

These games all use the text screen. You can use the programs as algorithms, or models, and add your own graphics and sounds. This can be as simple or complicated as you care to make it.

For example, try using "text graphics" to add color to GOMOKU (the same techniques can be used for REVERSI). These are graphics created with a PRINT statement while in lo-res (GR) mode. After you LOAD the program, type in the following lines. They will automatically take the place of the previous ones. Save the modified program under a new name, to preserve the original version.

```
140  REM
150  REM
160  FOR A = 1 TO 8
175  VTAB A * 2:HTAB (B * 2) + 10
180  PRINT CHR$(A (A * 10 + B))
200  PRINT
240  VTAB 21
280  IF G<12 OR G>89 OR A(G)<>76 THEN 260
320  REM
390  IF L>3 THEN TEXT:HOME:PRINT
     "YOU WIN!":END
405  VTAB 21:HTAB 15:FLASH:PRINT
     " I'M THINKING ":NORMAL
460  IF A(A) <> 76 THEN 570
620  IF A(G) = 76 THEN 650
635  TEXT:HOME
790  A(C * 10 + B) = 46
860  H = 127:C = 59
930  GR
```

Line 930 puts your Apple into lo-res mode and clears the screen. The characters of the board are PRINTed by lines 160-200. Line 790 and 860 define the characters that produce effective colors. Try using other numbers for different color combinations. Text graphics might be a way for you to add easy color graphics and animation to many of your own programs.

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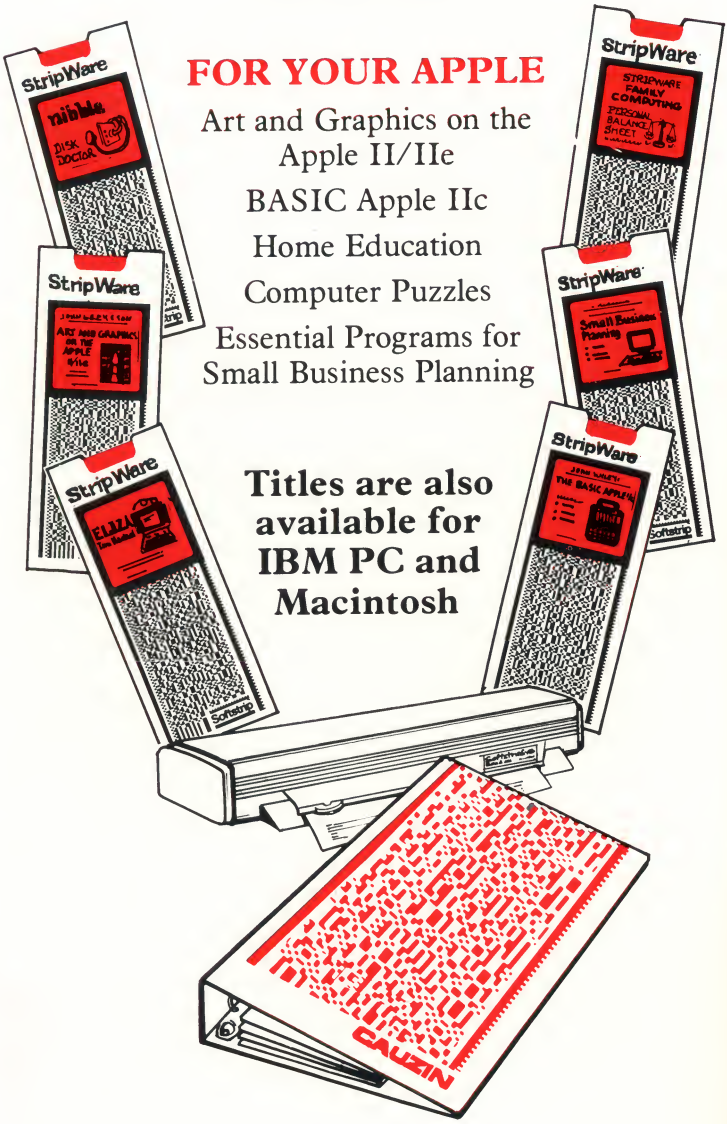

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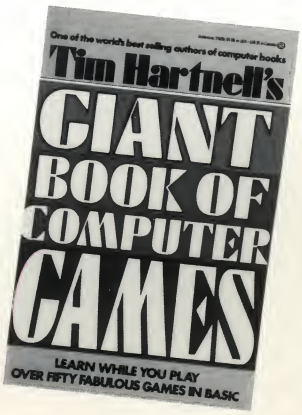

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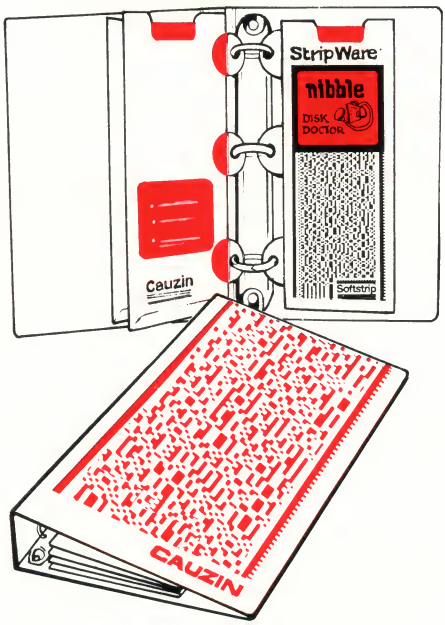

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